
















Icon	Infrastructure	Cost (gold)	Construction Time (weeks)	Revenue (gold and frequency)	Usable resources (income bonus in gold)	Maintenance (gold/year)	Comments
	Granary	200	26	1 in January	Grain (+3 gold)	5	Only if a farm is already present. Rural part of province only. May also be built in any province with Grain resource (whatever the civilization level, but as long as there is already a farm)
	Farm	50	12	1 in January	Grain (+3 gold), Oil (+1 gold), Wine (+2 gold), Horses (+1 gold), Slaves (+1 gold),	1	Civilized province only. Rural part (not in cities). May also be built in any province with Grain, Oil, Horses and Slaves resource (whatever the civilization level)
	Shipyards	300	52	1 in January	Wood (+1 gold),	10	Coastal cities only (Vikings may build them in any city adjacent to a river). At a global level, each shipyard helps reducing the maintenance cost of ships and adds free logistical points to the budget. Ships built in coastal cities with shipyard see their quality improved.
	Market	150	26	1 in January	Jewels (+5 gold), Clothing (+5 gold), Furs (+2 gold), Slaves (+2 gold),	5	Cities only. Increases the probability of merchants to appear.
	Church / Mosque	200	26	0		3	Can only be built by a religious player (or appear as a result of a very successful conversion). The church and mosque have the same effects (mosque being used only in muslim provinces). Reduces the revolt risk and heresies in province, IF the province is majoritarily of same faith (opposite effect if not!).
	Court	150	26	0		5	Cities only. Reduces the revolt risk in province, lowers inflation and provides free administrative points to the budget.
	Barracks	200	12	0	For each Weapons, Horses and Iron the nation controls or trade, further discount on units prices if constructed in provinces with barracks	10	Cities only. At a global level, each barracks help reducing the maintenance cost of troops and adds free logistical points to the budget. Troops built in provinces with barracks see their quality improved.
	Mine	50	52	2 in January	Iron (+1 gold), Stone (+1 gold)	2	Mountain province only. Rural part (not in cities). May also be built in any province with Iron or stone resource (whatever the terrain)
	Palace	500	156	0		30	Cities only. As The regional governor seat, it reduces revolt risks (more than courts). Also provides extra and free administrative points.
	Limes	50	6	0		0	Provinces neighboring other provinces of other nations. Empires only. As a border defense, slows down barbarian invaders.
	Cathedral / Great Mosque	500	520	2		5	Cities only. Need a church or mosque. Religious player only. Same effects as churches / mosques, but also provide income to both the nation and the religious player.
	City Walls	100 x next level	24	0		2	Cities only. The more you fortify, the more it costs (e.g. level 5 costs 500). Kingdoms pay higher price than Empires. Increase resistance of city and duration of sieges.
	Port	200	36	0		5	Coastal provinces without an existing port can have one built. Main role is they are necessary to build ships.
	Monastery	100	52	-1 in January		5	Rural provinces only, with a Christian population. Not allowed in provinces with cities except via stratagem play. Religious player only. Speeds up civilization process in province and helps conversion to same faith.
	City		52			5	Only when settling a barbarian horde after the nation has transformed into a kingdom. Province must not already contain a city.